



Course Of Action War

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Purpose



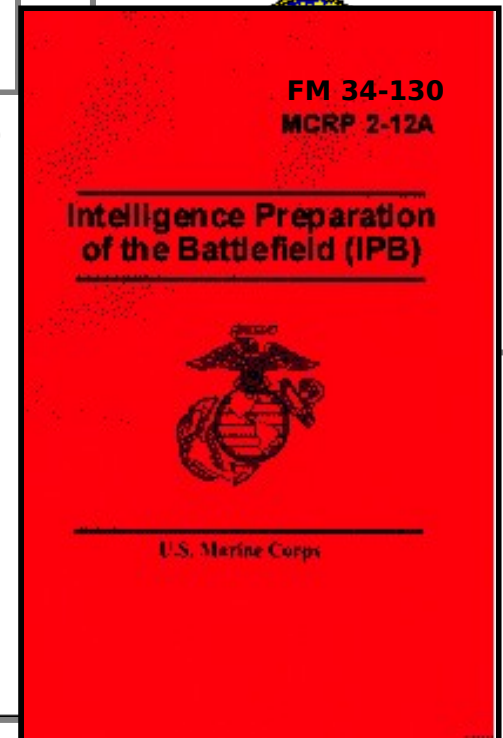
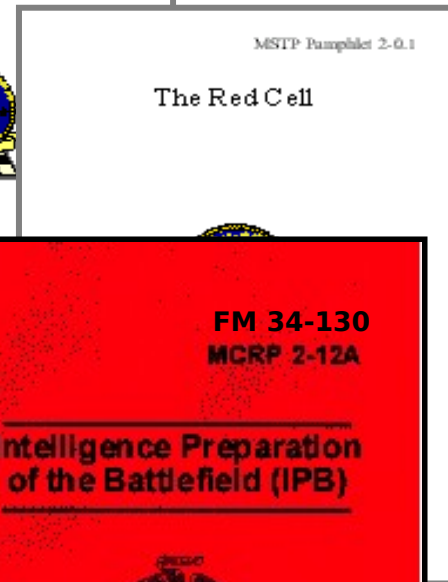
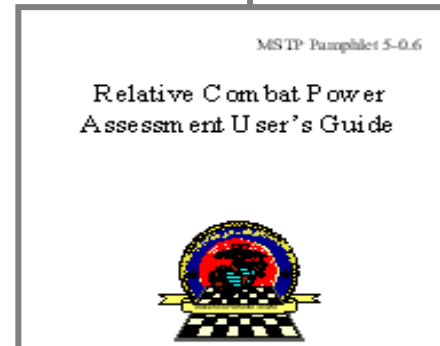
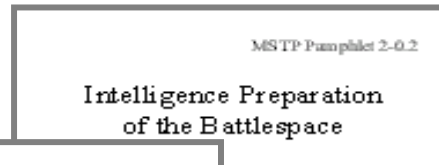
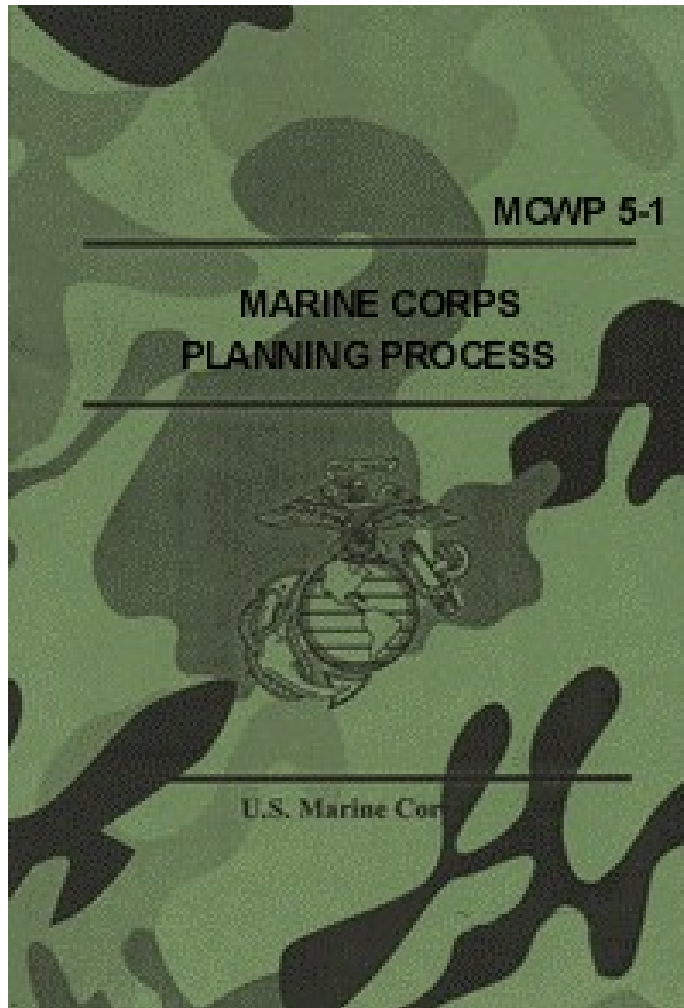
MSTP

- Discuss COA War Game
 - Inputs
 - Process
 - Outputs
- Understand the importance of a COA War Game

References



MSTP





What Is A War Game?

MSTP

A simulation, by whatever means, of a military operation involving two or more opposing forces, using rules, data, and procedures designed to depict an actual or assumed real life situation

JP 1-02

Scalable

Time

Adversarial

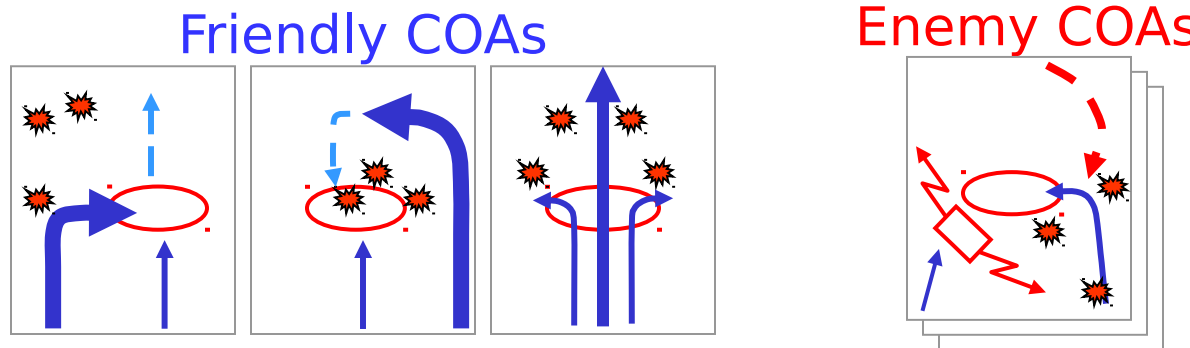
Purpose Of A War Game?



MSTP

Assists planners in identifying strengths and weaknesses, associated risks, and asset shortfalls for each friendly course of action

MCWP 5-1



- Test friendly COAs against selected enemy COAs
- Improve and strengthen friendly COAs



COA War Game

MSTP

Process:

- Conduct COA War Game
- Refine estimates
- Prepare for Brief
- Refine IPB Products

Staff
Estimates

Input:

- Designated COAs for War Game
- War Game guidance
- Evaluation criteria
- IPB Products
- Planning Support Tools
- Estimates of Supportability
- Staff Estimates
- Updated Facts & Assumptions

Output:

- War Gamed COAs graphic & narrative
- Information on commander's evaluation criteria
- Updated Planning Support Tools
- Identified shortfalls
- Refined Estimates
- Branches/Sequels

IPB



COA War Game Inputs

MSTP

Commander

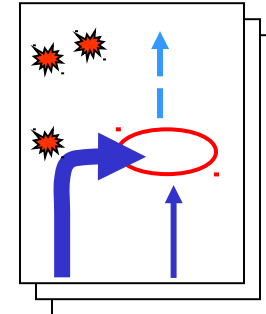
Evaluation Criteria

- Limits Friendly Casualties
- Logistical Supportability

War Game Guidance

"War game COAs 1, 2, & 3 against enemy most likely COA. War game at the regimental level"

COAs



Planning Support Tools

Sync
Matrix

Wargame





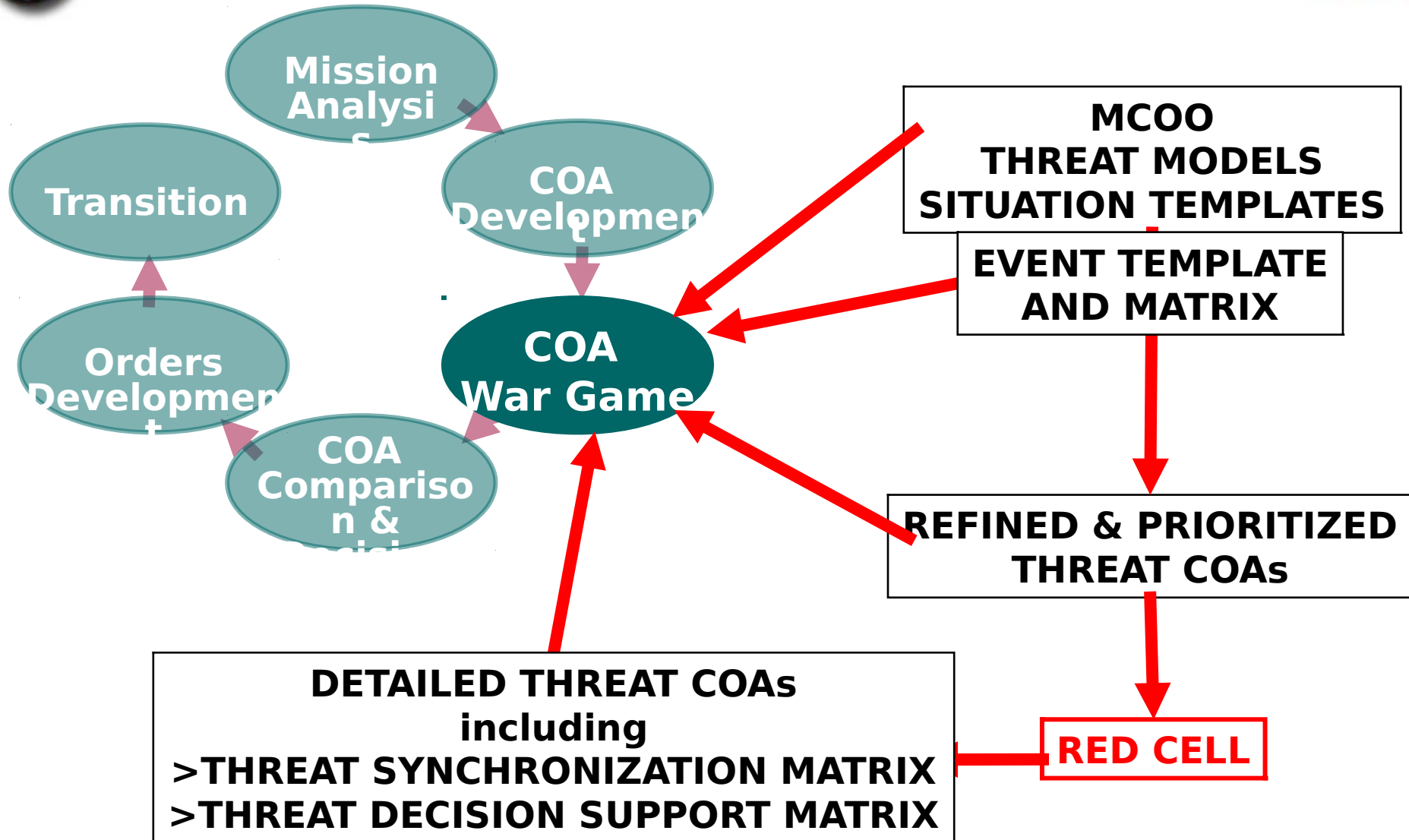
COA War Game Process

MSTP

- Preparation
 - Maps, terrain board, Planning Support Tools
 - Roles and assignments
 - Facilitator
 - Arbiter
- “Thinking enemy” fights enemy COAs
 - Red Cell
 - Task organized
 - G-2 / S-2 has staff cognizance

Red Cell

MSTP





COA War Game Process

MSTP

- War Game Methods
 - Sequence of Essential Tasks
 - Avenue in depth
 - Belt
 - Box



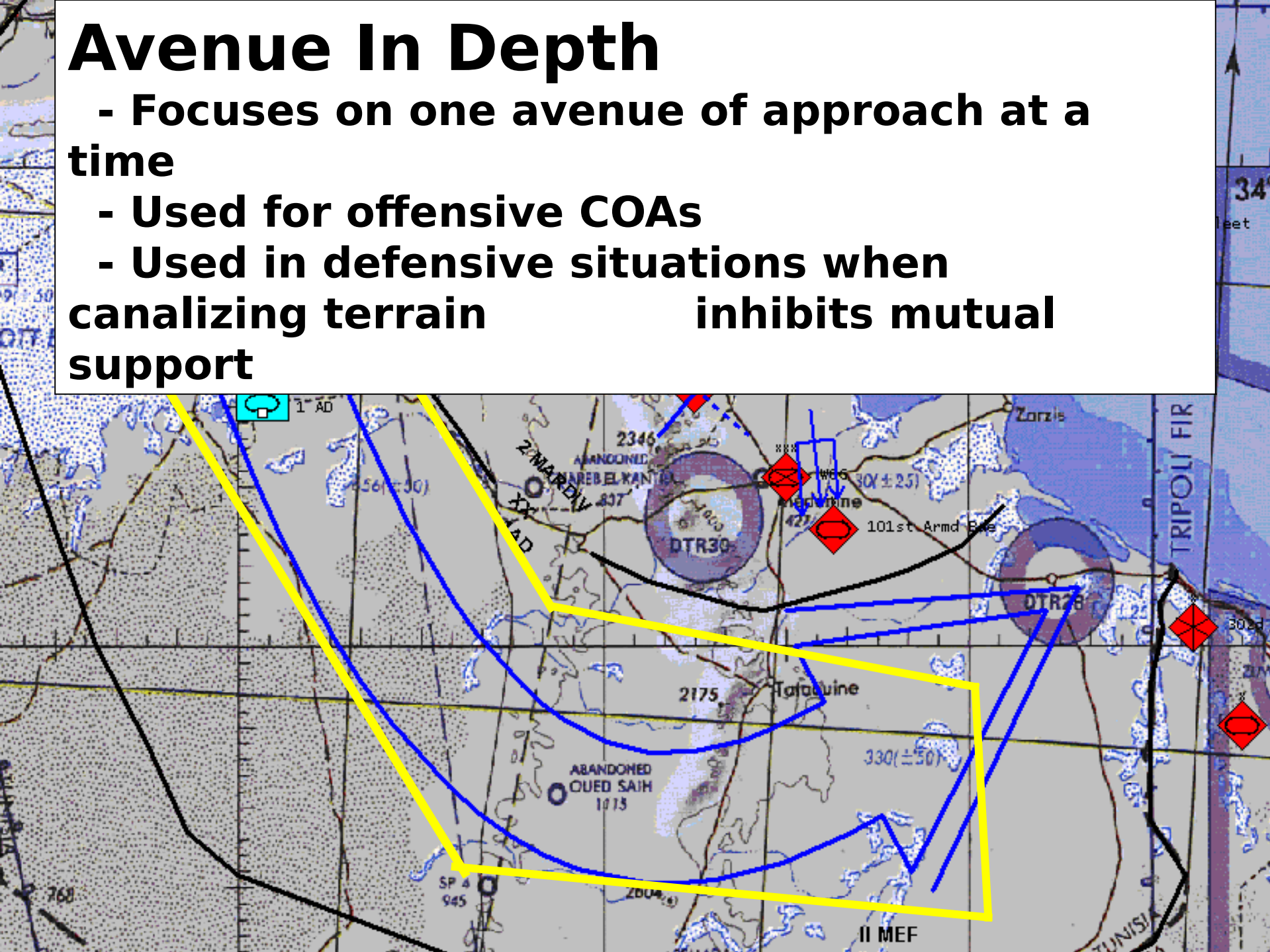
War Game Methods

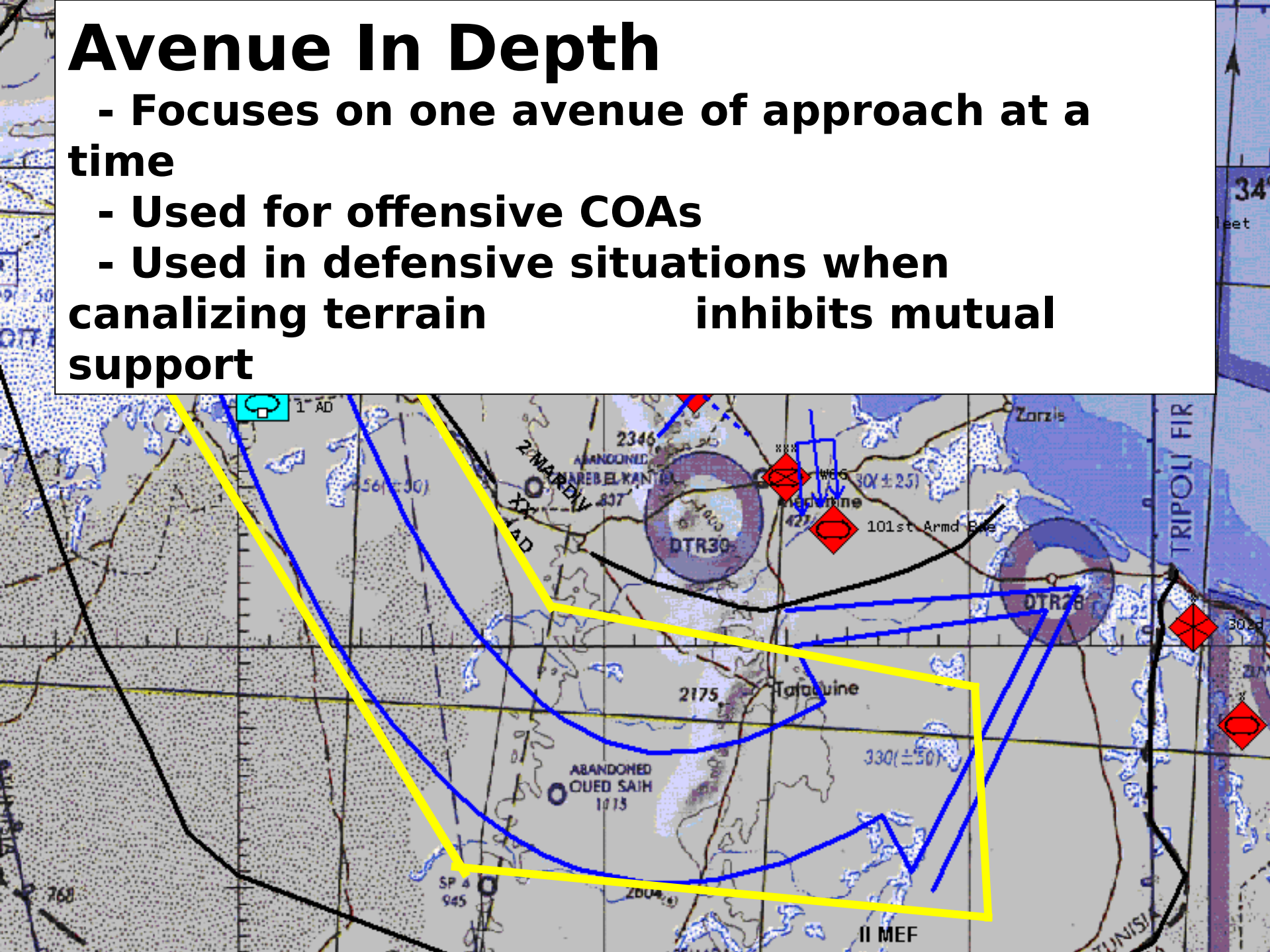
MSTP

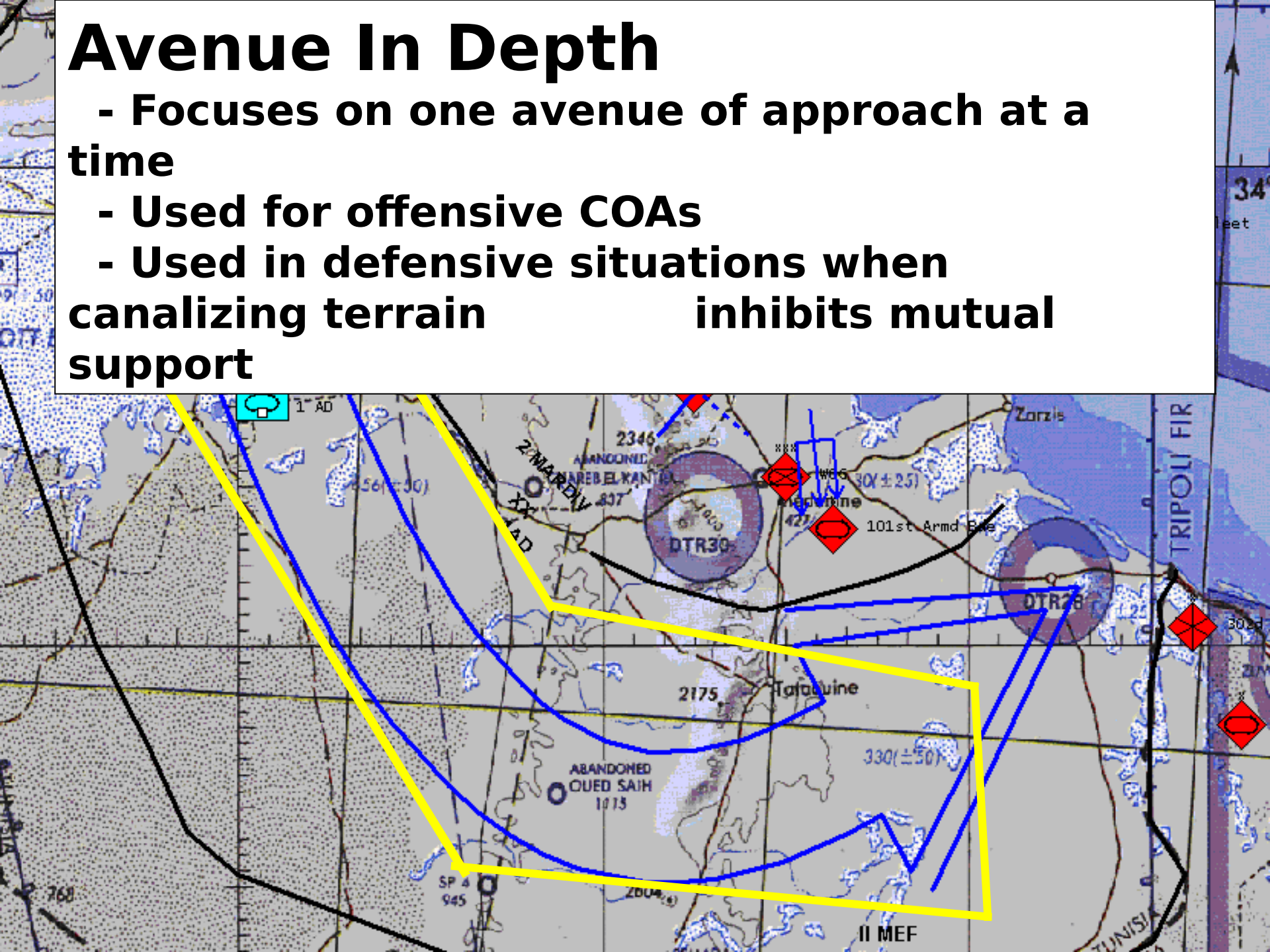
- Sequence of Essential Tasks
 - Analyze the essential tasks required to execute the Concept of Operations
 - Highlights initial shaping actions

Avenue In Depth

- Focuses on one avenue of approach at a time
- Used for offensive COAs
- Used in defensive situations when canalizing terrain inhibits mutual support

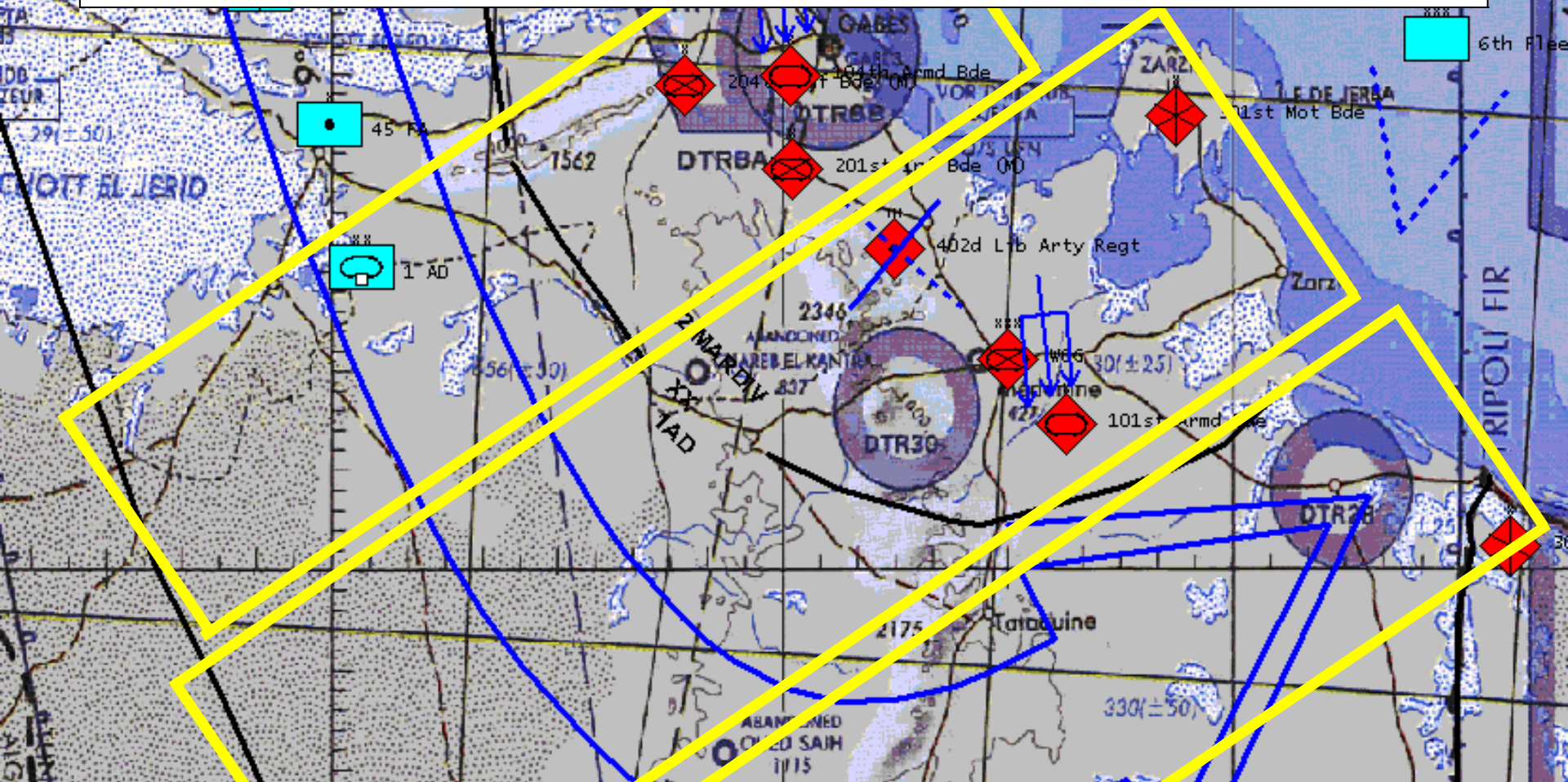


- # Avenue In Depth
- Focuses on one avenue of approach at a time
 - Used for offensive COAs
 - Used in defensive situations when canalizing terrain inhibits mutual support
- 



Belt

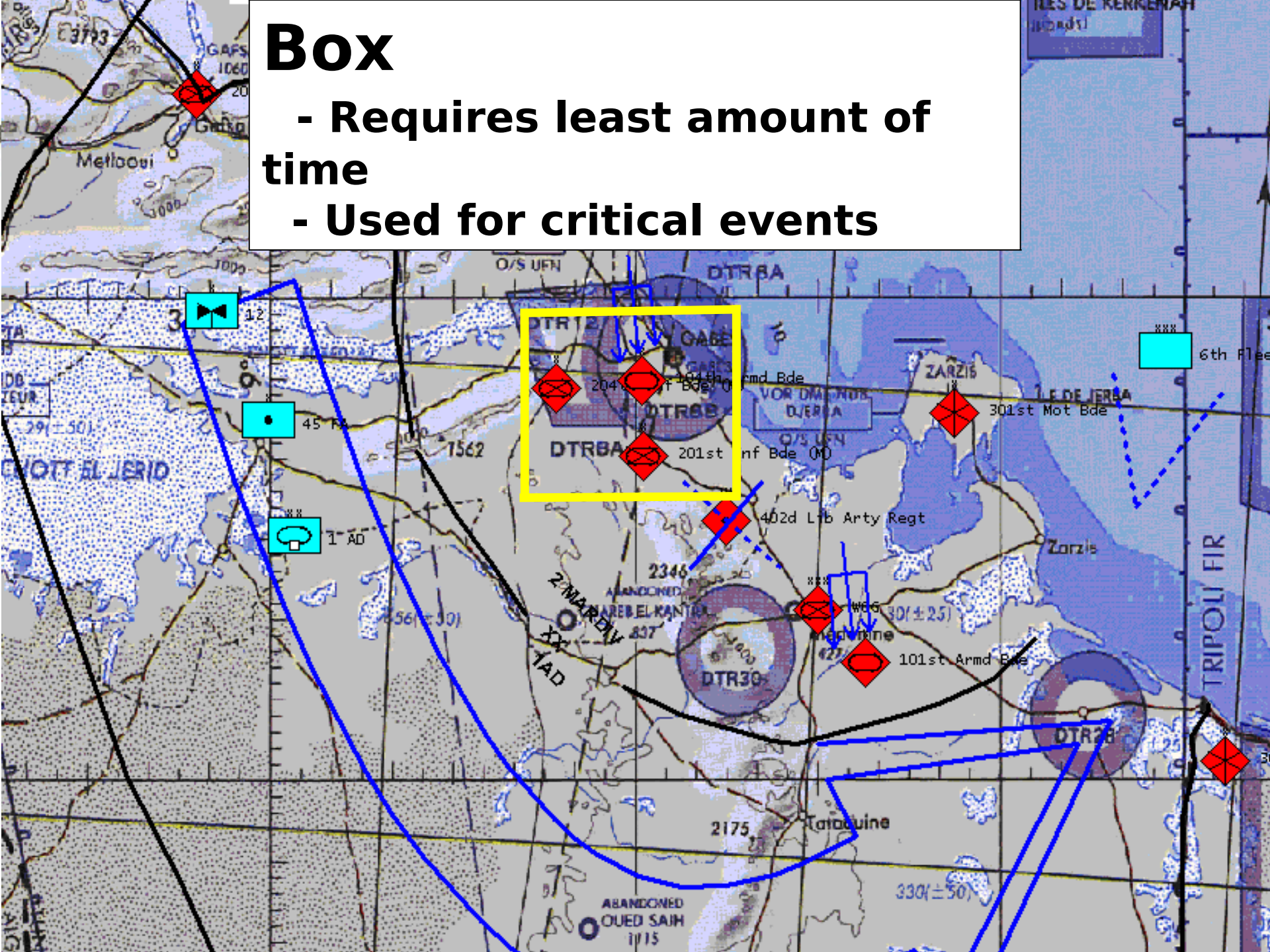
- When terrain is divided into well-defined cross compartments during phased operations
- When enemy is deployed in clearly defined echelons



Box

- Requires least amount of time
- Used for critical events

- Requires least amount of time
- Used for critical events



COA War Game Process



MSTP

Action → Reaction → Counteraction

- Describe operations of all friendly forces
- Describe operations of all enemy forces
 - AO / AOI
 - HVTs
- Discuss probable outcome of contact
- Identify potential
 - Decision points
 - Branches & sequels
- Identify additional actions / resources
- If necessary, modify COA



Rules During War Game

MSTP

- Evaluate each COA independently
- Remain unbiased
- Continually assess
 - Suitability
 - Feasibility
 - Acceptability
 - Distinguishability
 - Completeness
- Stay on timeline
- Identify possible branches / sequels
- Record advantages / disadvantages
- Record War Game results based on commander's evaluation criteria



COA War Game Process

MSTP

- Recording methods
 - Synchronization Matrix
 - War Game Worksheet
 - Decision Support Template / Matrix

Synchronization Matrix



MSTP

TIME/EVENT		PRE H-HOUR	H-HOUR
Enemy Action		Recon sec area	Execute registered fires; armor moves to assembly areas
DECISION PT.			MEF DP 1 - Advance of 1st AD
MANEUVER	DEEP		
	CLOSE		
	RESERVE	MARDIV - 1 Bn - MEF Res	
	REAR		
	MOBILITY		MSR'S for support to main effort
	C-MOBILITY		Eng fwd w/ 1st AD - east flank
INTELLIGENCE		Confirm 1ST echelon disposition	MSC'S recon in zone
	NAI	I & W; NAI 29, 11, 4c, NAI 1 - 205 th react to 1st AD movement	
FIRES	LETHAL		
	NON-LETHAL		
LOGISTICS	SUSTAINMENT	CSSA 1 CLS V to 5 DOA	MCSSD'S deploy ISO RCTs
	DISTRIBUTION	Open Port RED	Establish designated FARP
COMMAND & CONTROL		Coord bndry shift Coord flank with XVIII	boundary shift executed
	IW/C2W	ES and EP missions; EOB nodal analysis	
FORCE PROTECTION		MARDIV designate TCF Bn	Counterreconnaissance in zone; Counterterrorism
	NBC/AIR DEF		TMD assets deployed and ready

Synchronization Matrix



MSTP

TIME/EVENT		PRE H-HOUR	H-HOUR
Enemy Action		Recon sec area	Execute registered fires; armor moves to assembly areas
DECISION PT.			MEF DP 1 - Advance of 1st AD
MANEUVER	DEEP		1st AD attacks - enveloping force
	CLOSE		2nd MARDIV attacks - direct press for
	RESERVE	MARDIV - 1 Bn - MEF Res	
	REAR		
	MOBILITY		MSR'S for support to main effort
	C-MOBILITY		Eng fwd w/ 1st AD - east flank
INTELLIGENCE		Confirm 1ST echelon disposition	MSC'S recon in zone
	NAI	I & W; NAI 29, 11, 4c, 1	NAI 1 - 205 th react to 1st AD movement
FIRES	LETHAL		ACE:destroy 102 ^D / neutralize 401 ST ,103 ^D &204 TH
	NON-LETHAL		
LOGISTICS	SUSTAINMENT	CSSA 1 CLS V to 5 DOA	MCSSD'S deploy ISO RCTs
	DISTRIBUTION	Open Port RED	Establish designated FARP
COMMAND & CONTROL		Coord bndry shift Coord flank with XVIII	boundary shift executed
	IW/C2W	ES and EP missions; EOB nodal analysis	attack WOG C2 nodes
FORCE PROTECTION		MARDIV designate TCF Bn	Counterreconnaissance in zone; Counterterrorism
	NBC/AIR DEF		TMD assets deployed and ready

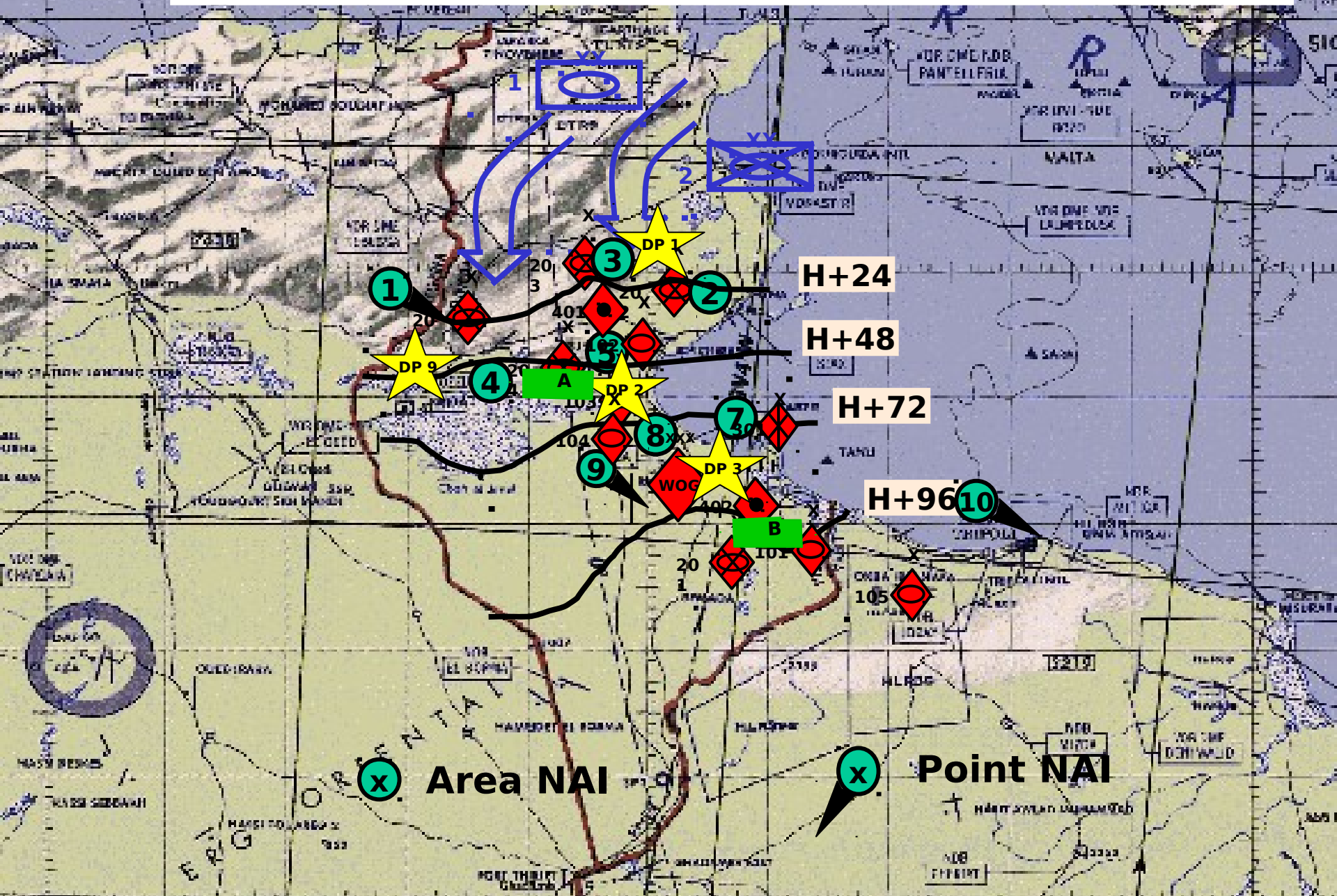
COA War Game Worksheet



MSTP

Critical Events: COA 1, Stage B; BOX : MOST LIKELY							
Action	Reaction	Counter action	Assets	Approx. Time	Decision Point	CCIR	Remarks
Est 100K PL WHITE to PL BLACK (72 - 96 hrs). ROM 30KPD. BOX from PL BLACK to initial MEF boundary. Box war game commences with 2nd MarDiv continuing the attack to fix enemy forces north of Gabes.	103rd covering the withdrawal of 203rd, 202nd, and 102nd. Indirect fires targeting blue force most likely AA to Gabes. 204th and 104th ready to accept BHO South of Gabes. Isolated elements may withdraw into Gabes. Force refugees North to clog MSRs	Continue the Attack; shape 204th, 104th. Neutralize 402nd.	Option to use landing force to secure Gabes.	PL BLACK to initial MEF boundary ; Dist 70K, Est 72+ hrs.	DP 1 reached prior to war game. Decision made for 1 AD to continue turning movement	Where are the exploitable gaps in the Libyan first echelon through which the MEF can maneuver?	By-pass criteria is enemy units company minus. Enemy may attempt to draw us into MOUT; initially isolate and by-pass Gabes. Refugee control; 310 to perform DPRE duties. Reserve not employed. Option to use landing force to secure Gabes if port essential

Decision Support Template





Decision Support Matrix

MSTP

DP	EVENTS & INDICATORS	NET/NLT	NAI	TAI	CDR'S OPTIONS
1	Enemy 1st echelon units are fixed.	H+24/H+36	1, 2, 3		1 AD continues turning mvn or executes branch plan for envelopment of 1st echelon
2	1st echelon enemy forces withdrawing into/through Gabes; 103d Armor Bde covering withdrawal and as possible counterattk force; 204th, 201st, and 104th preparing for BHO vic Gabes; refugees being forced North.	H+48/H+72	4, 5	A	Bypass, isolate or clear Gab force options: 2d MarDiv or LF6F
3	Enemy delays 2dMarDiv and reorients on mountain passes IOT hold 1 AD and allow forces to withdraw to Border.	H+72/H+96	8, 9	B	Options: defeat 2d echelon Encirclement (1AD/2MAW) or allow enemy to withdraw



COA War Game Process

MSTP

- COA War Game Brief
 - Includes advantages / disadvantages based on commander's evaluation criteria
 - Suggested modifications
 - War Gamed Enemy COAs
 - COA War Game products and results
 - Branches/sequels
 - Assets required and shortfalls



COA War Game Outputs

MSTP

- Information on Commander's Evaluation Criteria
- War Gamed COAs with
 - Refined graphics
 - Refined narratives
 - Decision Points
- Refined
 - Staff Estimates
 - Estimates of Supportability
 - Planning Support Tools
- Commander's decision on branch plans

Outputs To Orders Development



MSTP

SYNCHRONIZATION MATRIX

TIME/EVENT		PRE-H-HOUR	H-HOUR
Enemy Action		1st echelon units	Enemy 1st echelon units armor moves to second echelon
DECISION PT.			1st Echelon - Advance on Gabi JU
MANEUVER	DEEP		
	CLOSE		
	REVERSE	1st Echelon - 1st Echelon	
	REAR		
	MOBILITY		1st Echelon support to main effort
INTELLIGENCE	COMMO	1st Echelon - 1st Echelon	
	NAI	1st Echelon - 1st Echelon	
FIRE	LET HAL		
	NON-LET HAL		
LOGISTICS	SUBSISTENCE	Log through plan	1st Echelon - 1st Echelon
	TRANSPORT	1st Echelon - 1st Echelon	
COMMAND & CONTROL	1st Echelon		
	2nd Echelon		
FORCE PROTECTION	1st Echelon		
	2nd Echelon		

COA WAR GAME WORKSHEET

Action	Reaction	Counteraction	Assess	Approach	Decision Point	COA	Remarks
Cal 100K PLWHFE to PL BLACK (F2 - 30 hq), ROM 30K PD, 30K 1st PL BLACK to initial MCF boundary. Box war game commences with 2nd MCF continuing the attack to 1st echelon north of Gabi.	1st Echelon covering the withdrawal of 204th, 202nd, and 102nd. 1st Echelon is no longer blue force most likely AA to Gabi. 204th and 104th ready to accept BHO South of Gabi. Isolated elements may withdraw into Gabi. Force refugees North to dig MSR.	Continue the Attack, shape 204th, 104th, 102nd, 102nd.	Option to use landing force to secure Gabi.	PL BLACK to initial MCF boundary. 1st Echelon, Cal 100K, Cal 102nd.	DP 1: Reached goal to war game. Decision made for 1st Echelon to continue turning movement.	Where are the exploitable gaps in the Libyan 1st Echelon through which the MCF can maneuver?	Bypass criteria is enemy units company minus. Enemy may attempt to draw us into MCF, initially isolate and bypass Gabi. Refugees control 310 to perform OPRE duties. Passive not employed. Option to use landing force to secure Gabi if goal achieved.



DECISION SUPPORT MATRIX

DP	EVENTS & INDICATORS	NET/NLT	NAI	TAI	CDR'S OPTIONS
1	Enemy 1st echelon units are fixed.	H+24/H+36	1, 2, 3		1 AD continues turning movement or executes branch plan for envelopment of 1st echelon
2	1st echelon enemy forces withdrawing into/through Gabi; 103d Armor Bde covering withdrawal and as possible counterattack force; 204th, 201st, and 104th preparing for BHO via Gabi; refugees being forced North.	H+48/H+72	4, 5	A	Bypass, isolate or (bypass) force options: 2d MRB or LF6F
3	Enemy delays 2d MRB and reorients on mountain passes IOT hold 1 AD and allow forces to withdraw to Border.	H+72/H+96	8, 9	B	Options: defeat 2d echelon via Encirclement (1AD/2MAW) or allow enemy to withdraw

ANNEX X - EXECUTION CHECKLIST

TASK	TIME	DP	CDR	CONDITIONS	MOEs	NAI	TAI
Conduct Amphib Assault	D+30 H-Hour	1 Commence or delay assault	1	Coastal Defense Force unable to engage amphib/assault craft with ASMS/coastal guns	BDA indicates fixed ASMS/coastal gun/coastal radar sites destroyed		
					No observed movement of mobile ASMS along Coastal Hwy 1 within 50 km of Green Beach since H-36	1	A
					No observed coastal radar emissions since H-24		
			3rd	Motorized Rifle Brigade unable to reinforce 8th Mech Div via ATF Obj 1 for 96 hours.	No observed movement of bn sized units along MSR Blue beyond PL Black since H-10.	2	B
					Comm btwn 3rd MRB HQ and I Corps HQ reduced by 75% from I&W baseline		

Summary



MSTP

- Discussed COA War Game
 - Inputs
 - Process
 - Outputs
- The importance of a COA War Game